

# Luke Heathcock

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OBJECTIVE Obtain a position as a production level Lighting Artist or Lighting TD.

SKILLS PRIMARY | Maya, Houdini, Nuke, Shake, Renderman, Mental Ray  
SECONDARY | Zbrush, Mudbox, Pftrack, Vue  
ENVIRONMENTS | Linux, Mac, Windows

EXPERIENCE MOONBOT STUDIOS Shreveport, LA | June 2010 - Present  
Lighting Lead

Supervised and developed shading, lighting and compositing workflow for the production of *The fantastic Flying Books of Mr. Morris Lessmore*. Created shading for main characters, worked on shot lighting, compositing and managed a team of five lighters and compositors during Production.

PIXAR ANIMATION STUDIOS Emeryville, CA | June 2009 - Aug 2009  
Lighting TD Internship

Produced shot lighting for production level characters and environments with animation. Created and gained experience with look development, master and packet lighting, and lighting rigs. Studied and worked alongside industry leaders to learn proprietary software, color theory, and compositing techniques.

UNITED STATES NAVY Jacksonville, FL | Oct 2004 - Oct 2006  
Graphic Designer | MC2/E-5

Managed and operated Graphic Arts Division. Created custom designs for awards, certificates, posters, and business cards. Preserve historical naval insignia from raster-based into vector-based graphics. Illustrated and hand painted custom designs and historical naval insignia.

EDUCATION SAVANNAH COLLEGE OF ART AND DESIGN  
BFA | Visual Effects | March 2010

AWARDS SIDE EFFECTS SOFTWARE INC.  
Work featured on Side Effects website

SAVANNAH COLLEGE OF ART AND DESIGN  
1st Place | "Fresh paint" SCAD Painting Minor Exhibition | 2008  
2nd Place | Savannah Sidewalk Arts Festival | 2007  
6th Place | SCAD Foundations Portfolio Awards | 2007  
Art Honor Scholarship